

IN COLLABORATION WITH

CONJUNCT CONSULTING

HACK FOR GOOD
KIT 2021



DEVELOPER STUDENT
CLUB 

ABOUT HACK FOR GOOD 2021



DSC SoC presents Hack For Good (HFG), a student-run hackathon that seeks to inspire students to learn and use technology for social causes. Our innovation challenge is unique in that we are posing problem statements provided by NPOs in Singapore.

HACK FOR GOOD KIT 2021

Participating teams are expected to create technological prototypes as part of their solution to tackle their chosen statement. Through this, we hope to directly benefit the NPO backing it and do real good in HFG! We also hope to foster collaborations between DSC, corporate sponsors, NPOs and students participating.

COMPETITION FORMAT

Hack For Good will consist of 2 rounds:

1. Qualifying Round
2. Final Round

In the Qualifying Round, teams are to submit a presentation deck and prototype addressing one of 5 problem statements (elaborated on in the SUBMISSION section below). 10 teams (2 for each problem statement) will then be selected for the Final Round, which will take place virtually on 20 March. Finalist teams will pitch their solution to a panel of judges, which will be followed by a short Q&A session (elaborated on in the FINALS ROUND section below). All participants are welcome to watch the Finale!

TIMELINE & IMPORTANT DATES

HACK FOR GOOD KIT 2021

22 FEB
0000 HRS

Registration opens

5 MAR
1900 - 2130 HRS

Briefing from NPOs:
Release of Problem Statements

9 MAR
2000 - 2100 HRS

Workshop with Conjunct Consulting:
Systematic Problem Solving for the Social Sector

10 MAR
2000 - 2100 HRS

Conjunct Consulting Engagement:
Fireside Chat on Consulting with Triston Francis

17 MAR
2359 HRS

Submissions closed
(Qualifying round over)

18 MAR
2359 HRS

Finalists selected

20 MAR
1330 - 1730 HRS

Finale



WORKSHOP DETAILS

Conjunct Consulting x DSC Workshop: Systematic Problem Solving for the Social Sector

In this interactive 45-minute workshop, participants can:

- 1) Learn how to identify feasible solutions and weigh the success of their tech solutions through consulting frameworks.
- 2) Expose themselves to the unique opportunities and challenges typically faced by the social good sector. A social worker will be sharing her rich experiences.
- 3) Learn how to pitch solutions effectively from a venture capital investment analyst who will be sharing tips, tricks and best practices.

Conjunct Consulting Engagement:
Fireside chat on Consulting with BCG consultant Triston Francis
More details and sign up here: <https://forms.gle/YunEyLqmQfy3DCuv8>

Problem Statement #1 - by Access

Traditionally, industry interest and understanding have been assessed by looking at past experiences on the resumes of youths.

How can we better reflect their interest and understanding of different industries and jobs for better job matching?

Problem Statement #2 - by NUS OSA

Promoting Asset/Strength-Based Model in Community Development:

How can we engage youths to adopt and use Asset-Based Community Development or a strength-based approach for community projects instead of the usual problem/gaps-based approach?"

Problem Statement #3 - by NUS OSA

Promoting Diversity and Inclusion Creatively, Creating a More Inclusive Community:

How can we tap on technology to get youths to learn, understand and appreciate diversity/difference and participate in creating a more inclusive space?

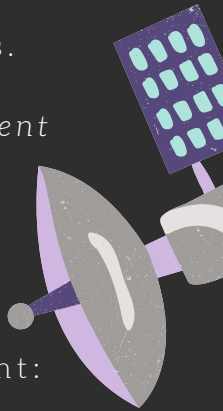
Problem Statement #4 - by Girls in Tech

How do we get young girls interested in STEM from an early age?

Problem Statement #5 - by Gift-It-Forward

75% of gifts received are unwanted and create tonnes of waste. Kids, who receive most of these gifts through birthday celebrations should also learn to think about the impact this has on their environment and community.

Design a solution that makes gifting more meaningful for both the recipient and communities in need, while reducing gift waste.



REGISTRATION

HACK FOR GOOD KIT 2021

- Registration opens 22 February 2021, 0000 - 17 March 2021, 2359
 - Register here: <http://bit.ly/hackforgood2021>
 - Once you have registered, please join our Announcements and FAQ Telegram Channel: <https://t.me/HackForGood2021>
 - Should you wish to withdraw from Hack For Good after registration, please email in to dsc@comp.nus.edu.sg
 - This hackathon is open to students enrolled in any tertiary educational institution (ITE/Polytechnic/University)
 - Participation is free of charge
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TEAM FORMATION

- You may enter Hack for Good in a team of 1 to 4 members. Team members do not have to be from the same school.
 - Teams are not allowed to change their members once registered.
 - You can use this Telegram group to search for team members: <https://t.me/HFG2021TeamFormation>
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PROBLEM STATEMENTS

Problem statements will be released on 5 March, during a briefing by the NPOs posing the statements (Access, NUS OSA, Girls in Tech & Gift-It-Forward). For those unable to attend the briefing, a recording and the problem statements themselves will be sent out afterwards.

- Your solution must address one chosen problem statement.
- You are free to use any programming language, framework or technology to build your solution.
- You are highly encouraged to create something new. Usage of boilerplates and frameworks are allowed, but copying of existing ideas and recycling of entire projects are not.
- Plagiarism and seeking external assistance are not allowed. For instance, you are not allowed to contact the NPOs for additional information or assistance. If these acts are detected, the team will be immediately disqualified.

You are required to submit the following items:

1. Pitch deck
2. Product prototype
3. Demo – this can be included in the pitch deck, or can be an additional video etc. It must demonstrate how your product prototype works, but should not contain any pitching.
4. Code (e.g. GitHub link)

Do take note of the following for your pitch deck:

- Include problem statement chosen, details of your solution, and impact and novelty of your solution in addressing the problem
- Include ONLY your team name; please do not put any information that would identify your team members or institution
- You may use a maximum of 10 slides
- Format of the submission may be pdf, pptx, or Google slides (do make sure that the sharing settings are for 'Everyone with the link')



SUBMISSION

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- Submit all of the above via email to dsc@comp.nus.edu.sg following the template below. We will not accept submissions elsewhere due to PDPA restrictions.
- Ensure that all your files are saved with your team name in it, e.g. TeamName_Pitch, TeamName_Demo. If you have more than one file, please zip them into a folder and submit the folder.

SUBJECT	Hack For Good 2021 Submission - [TEAM NAME]
<p>[TEAM NAME] members:</p> <ul style="list-style-type: none">• [Member 1]• [Member 2]• [Member 3]• [Member 4] <p>Links to:</p> <ul style="list-style-type: none">• Presentation deck (if Google slides are used)• Code (Github repository)• Other links, if any (for demo video or prototype)	

- Submissions close on 17 March 2020, 2359 hrs. Late submissions will not be accepted.
- If multiple submissions are received, only the latest one (submitted before the deadline) will be considered.

JUDGING CRITERIA

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Usefulness (20 points)

- How useful is the solution in addressing the chosen problem(s) faced by the target audience?

Creativity (20 points)

- How original is the solution?
- Are there similar products in the market?
- How much value is added by the solution if there are already similar existing solutions?

Technical Accomplishment (20 points)

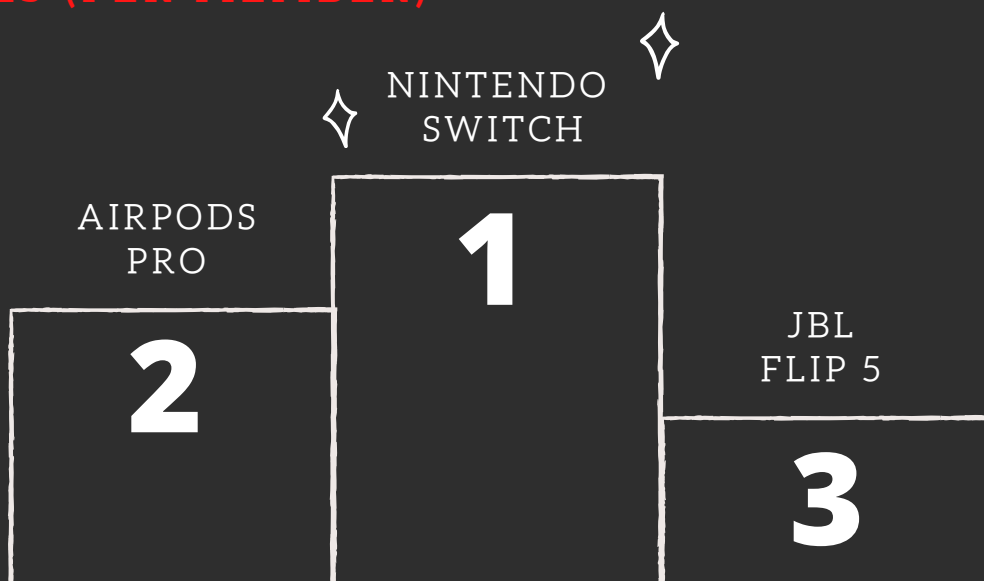
- How much technical effort was put into creating the prototype? E.g. technical depth of features implemented
- How developed is the design and user experience? Note that the design aspects of the prototype should contribute to the overall product usability

Presentation (10 points)

- Does the pitch deck communicate the solution in a clear and convincing manner?
- Is the pitch delivered effectively?



PRIZES (PER MEMBER)



FINAL ROUND

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Based on the judging criteria mentioned above, the **top 2 teams of each problem statement** will be selected as Finalists. Finalist teams will be notified of their advancement into the Final Round via our Telegram Announcement Channel and email on 18 March 2020.

Finalists are expected to prepare for a **10-min pitch + 5-min Q&A session** about their solution in front of a panel of judges. The final results of Hack for Good will be decided solely by the judges, and will not be changed after announced.

Note that you are NOT allowed to make changes to your submission (including pitch deck) after 17 March, and you are to present your submission for the qualifying round at the finale.

CODE OF CONDUCT

All attendees, sponsors, partners, volunteers and staff at our hackathon are required to agree with the following [code of conduct](https://hackcodeofconduct.org/2808-hack_for_good) (https://hackcodeofconduct.org/2808-hack_for_good).



Do I need tech experience?

Not at all! Students from all faculties, backgrounds, and experiences are welcome. All you need is an interest in social good and technology to come up with an idea for one of the problem statements!

Does the solution have to be fully working?

Your idea does not have to be fully implemented. However, the submission should have a prototype so that it can be reviewed by the judges.

What if I can't make it for the finale?

We highly encourage everyone in the team to be around for the entire duration of the finale. In the case that this is not possible, please email dsc@comp.nus.edu.sg to inform us about this issue.





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